



Is it computer or HUMAN????

The game is ON, who will win???

Let's Compare

	Brain	Computer
Sends electrical signals	✓	✓
Transmits information	✓	✓
Memory growth	✓	✓
Adapt to learn	✓	✓
Evolve over time	✓	✓
Need energy	✓	✓
Can be damaged	✓	✓
Do math and logical tasks	✓	✓
Studied by scientists	✓	✓

Adapted from <http://faculty.washington.edu>

Spooky isn't it? Did you know a computer's "brain" can transfer information faster than our own brains. But for information sake, our brains can learn new things faster and we can multitask easier. So human or computer???



Disconnect and Get Involved

Between cell phones, camera phones, computers, MP3 players, DVD players, iPods, Xboxes, digital cameras, and television, our youth are being disconnected from people and society.

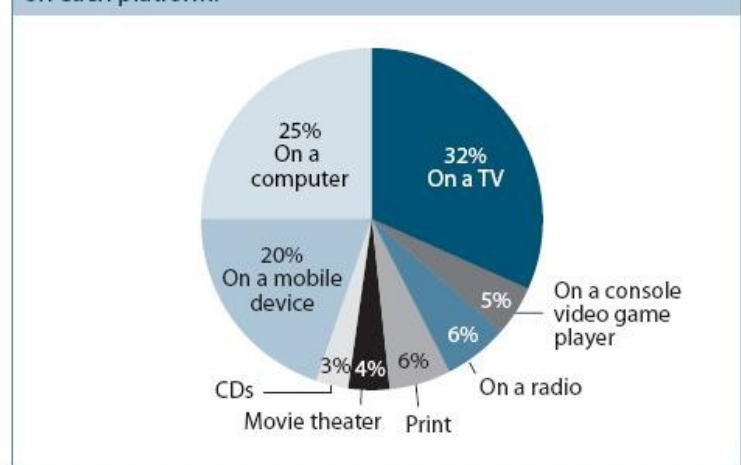
We need to disconnect or unplug, take out the batteries so to speak and get them involved. Get a job, volunteer, read to the young siblings, something—just get the ear plugs out of those ears and enjoy LIFE. Better yet—study, ride a bike, play ball or make some cookies.

Helpful resource:

[When and How to Pull the Plug: Six Tips for Protecting Your Child From Internet Addiction](http://www.video-game-addiction.org)
www.video-game-addiction.org

Media Hardware

Among all 8- to 18-year-olds, total media time consumed on each platform:



Graphic from of Kaiser Family Foundation

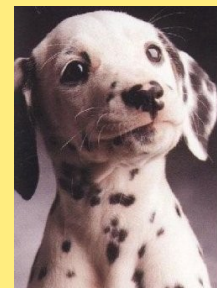
Another race.. Grades VS Electronics

Entire report can be found at
<http://www.kff.org/entmedia/upload/8010.pdf>

A 2009 study of 8 to 18 year olds by the Kaiser Family Foundation found "kids actually manage to cram an astounding 10 hours and 45 minutes worth of media into the 7 hours, 38 minutes actually spent per day." What does that mean to you? They are multitasking electronics. Between Smartphones, computers, MP3s, television and other electronic forms, our youth are glued to some type of screen. The number for adults is drastically increasing.

Report highlights:

- 47% using 16 hours per day of media, grades averaged Cs or lower
- Heavy users more likely to report boredom, sadness or trouble in school
- Phones were used more consuming media than actual conversations
- 7 out of 10 youth have a TV in their bedroom
- 1/3 have internet access in their bedroom
- Hispanic and black youth and ages 11 to 14 are the heaviest media users



**But, But It's
Not A Bad
Report Card.
Think Of It
As A
Wide Open
Road To
Improvement!**

ELECTRIC OR ELECTRONIC

In this day of confusion, electric meant you had to plug it in. They use “passive” components such as resistors, capacitors where the current/voltage passes through. The lamp, vacuum, can opener, and refrigerators.

Now electronic is an “active” component as it applies some form of current. They use “electrical” power to “activate” semi-conductors, amplifiers etc.

Are you confused yet? Let’s do something simple. Turn this page over and read—DISCONNECT!!

We need to pick and choose wisely. We need just the right shade to fill it in. The box of crayons has so many colors, so many options. Even a box of 8 can make 24 colors. We can combine the colors and made new ones.

Just like electronics, we need to pick and choose wisely our options. See what our needs are before we make the picture.

LIFE IS LIKE A BOX OF CRAYONS



Tweens And Disney

Nielsen Media Research ratings are in. Tweens (ages 9-14) selected the Disney Channel as #1 for the 7th consecutive month. They are visiting Hannah Montana, Shake it Up and Good Luck Charley.



You have this party on Saturday but you just purchased that new video game. Decisions, decisions—party and socializing with REAL humans or moving figures on a screen. It is important to have a life outside of any electronic gadget.

Statistics show when you don’t “walk away” from computers, television and video games you can experience significant weight gain, headaches, strained eyes, Carpal Tunnel Syndrome, backaches, poor hygiene and a whole host of physical problems.

Parents take note how many hours you are using the TV or “learning “ videos instead of one-to-one with your toddler.

Adults Beware

The average age of a video game addict is 35. Centers for Disease Control and Prevention reported females have greater

**DON'T LET IT
CONTROL YOU**
**BE AWARE OF YOUR ABILITY
TO GET UP AND WALK AWAY.**

depression, male gamers had higher body mass index and both demonstrated the need for social support through the internet.

Adults are still finding at least 10 hours per week to media interaction of some type.

Resource:

[Increased Media Consumption Among
Teens Contributing to Poor Health](http://www.video-game-addiction.org/)
(www.video-game-addiction.org)

Over 40 years ago there were no computers. You used a pencil, paper and your brain. Today almost everything relies on a computer or some form of electronic device.

People are becoming isolated and we have to ask ourselves, “Are we dependent on this device?”

Learning to write with a PENCIL and the ability to spell without spell check is starting to be a thing of the past. Teachers are coming aware and bringing the pencil back into the classroom.

This flyer was an internet April Fool joke in 2005. Do you know how many people believed it?

